Frits Basket



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Misuli Thlogo

Fruits Basket Volume 1



Natsuki Takaya

Truits Basket

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Truits Basket

What exactly is *Fruits Basket?* It doesn't fit into the ordinary manga categories, but then, it's not an ordinary manga. Take two parts drama, one part comedy, add a spoonful of romance and a pinch of magic and you're partway there, but...something about *Fruits Basket* is special. What that special ingredient is, you'll have to discover for yourself. But to help you get started, here's a brief history of the series.

Natsuki Takaya's Fruits Basket (or "Furuba" as it's known to fans) began its life in the pages of Hana to Yume magazine, the shojo manga anthology from Japanese publisher Hakusensha that is also home to Kare Kano and Angel Sanctuary. This wasn't the first time Takaya-sensei worked with the publisher. Since the early '90s she has created a steady flow of series and short stories for Hakusensha's various anthologies. Her two biggest pre-Fruits series were Geneimusou, a dark fantasy romance, and Tsubasa O Motsu Mono (Those with Wings), a story about an orphaned thief in a totalitarian future. When Fruits Basket premiered in 1999, it took Takaya-sensei to new levels of success.

2001 was a big year for *Furuba*. The series became a huge fan-favorite in Japan, jumping to the top of manga sales. Takaya-sensei won one of the manga world's highest recognitions, the prestigious Kodansha Manga Award (she won for Shojo manga the same year Ken Akamatsu won the shonen award for *Love Hina!*). And beginning that summer, Hakusensha and TV Tokyo teamed up to turn *Fruits Basket* into a 26 episode anime series.

An established hit in Japan, "Furuba fever" quickly spread throughout the American fan community. In 2002 the anime was released in English by FUNimation (see the interview with voice actress Laura Bailey at the back of the book!), but for several years the manga remained in limbo. We conducted a poll on TOKYOPOP.com in which fans could send in their wish list of manga series they'd like to see translated. Fruits Basket didn't just top the poll—it DOMINATED. Now, at long last, the English manga is here!

TOKYOPOP's presentation of *Fruits Basket* is published in the original right-to-left format with original sound effects retained to preserve the art. Also retained are "honorifics," the suffixes used with characters names. At the back of each book you'll find bonus features and exclusive interviews—look for some big surprises in the books to come! Future volumes will also include a special Reader Feedback section with letters, fan art and more. Please send us your pictures, questions, poetry, or whatever Furuba inspires you to send and we'll try to include it!

Fruits Basket Fan Mail c/o TOKYOPOP 5900 Wilshire Blvd. Suite 2000 Los Angeles, CA 90036

We look forward to hearing from you, and we hope you'll enjoy the #1 most wanted manga in America!



Friis Baskot

Omake Theater 1: Life in the Sohma Household, pre-Tohru



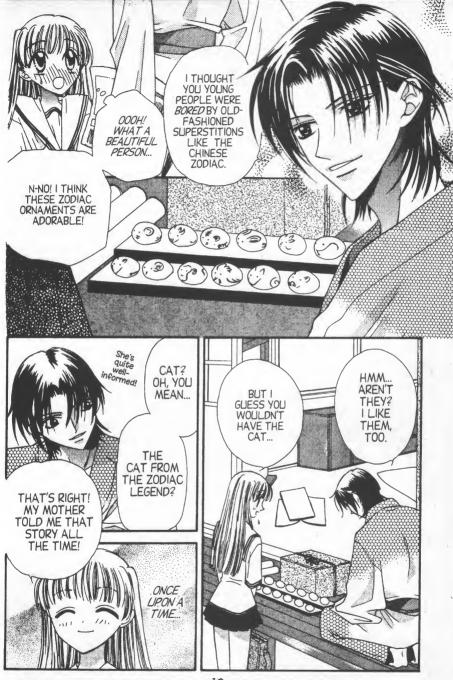






















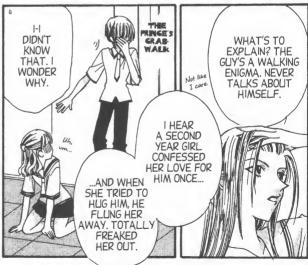


Fruits Basket Number 1:

Hello! Nice to meet you, I'm Takaya. To those of you who have been waiting--and to those of you who haven't been waiting, too--I am proud to present Fruits Basket Volume 1. It's a new world, different from my last manga, "Tsubasa," but I think you'll find similarities, too. (Because I'm drawing all the people, basically. Even if the details are different. I am still me!) But if there were any parts in "Tsubasa" that were weird or confusing to you, I blame my lack of sleep . Ah, sleep. I remember sleep. Maybe I should try that again one day ...? In the meantime, please enjoy Fruits Basket Vol. 1!

























Our THERE WERE house ARGUMENTS 15 50 small. ABOUT WHO WOULD TAKE ME IN. I'M SURE THEY HAD THEIR REASONS.

She's too young to get married.



Quiet!

Calm

down

TO ME THAT SHE COULD

IT NEVER

OCCURRED

DIF

I PROMISED TO PAY MY **EXPENSES** MYSELF.



GRANDPA LIVES OFF A PENSION. 50...

1:THOUGHT= IT-WOULD. BE NICE TO REMODEL THE HOUSE BEFORE THEY ARRIVE.



MY DALIGHTER'S FAMILY IS COMING TO LIVE WITH US.

THAT WAS IN BUT MAY. FOUR MONTHS LATER ...

I COULDN'T LIVES IN
BEAR TO A SMALL
TROUBLE APARTMENT,
THEM FOR AND HANAHOWEVER CHAN IS IN
MANY A FAMILY
MONTHS OF FIVE.
IT MAY
TAKE TO
REMODEL!



DURING THE REMODELING. I'LL BE STAYING AT THEIR PLACE.

I'M SORRY BUT COULD YOU STAY WITH A FRIEND DURING THAT TIME?















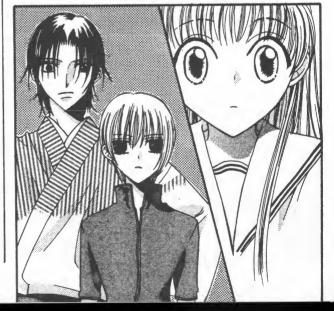




Number 2:

I get mail from people who started with "Furuba" asking me to introduce myself, so here I go: Natsuki Takaya (pen name)/ July 7th/Cancer/ Blood type A/ Tokyo (I moved)/ left-handed. People say that left-handers are natural studentsnot me! I couldn't study. I didn't ever feel like it, and when I did study, my grades stayed the same anyway. I like games and music and I'm not that interested in talking about myself. It's way more fun to talk about my favorite things and favorite characters. Like. "Pikachu is adorable!" (Ha ha!)

















TDrawn with my right hand.



























I NEVER SAID... ...I WAS GOING ALONE. BE CAREFUL. ... TOHRU.

























Omake Theater 2: It's part of his charm.











ULTRA SPECIAL BLAH BLAH, NUMBER 1

I got a letter from some smart aleck reminding me, "Didn't you say you wouldn't use English titles?" Well... I guess I did say that... And, actually, this book did have a Japanese title at first. But things happened (nothing really big) and it became "Fruits Basket." Sometimes that's just how it works.

Number 3:

Now I'm going to talk about games. I once wrote that I wouldn't play Sakura Wars Z... well, I played it. And...

IT WAS

I'm hooked.
Seriously, it's
really good. And I
ended up playing
the first one, too
(because I was
so obsessed). It's
weird that I'm
more into SW2
than some of the
games I worked
on!

(Of course, I do all the best endings.)

It's also weird that K-chan (who has been a Sakura Wars fan from the beginning of time and is in love with Ren and Ohgami-san) and I are now having success with those two characters' storylines.

K-chan: thank you always for everything!















































































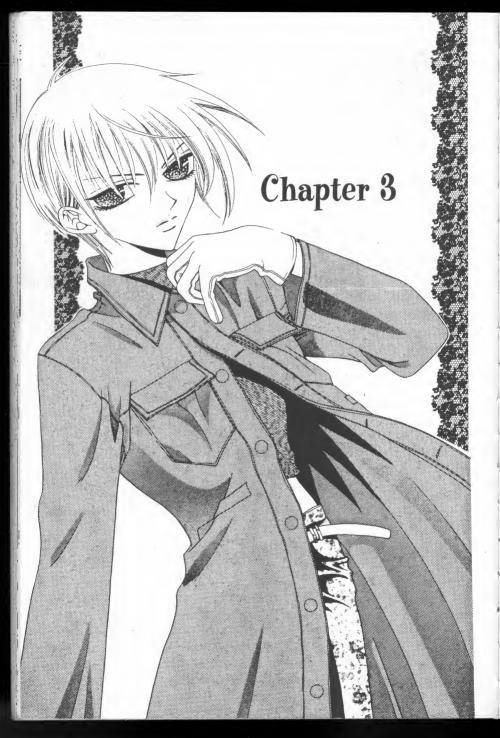






YUKI DOES HAVE GOOD INSTINCTS, BUT STILL... PROCEED WITH Heh CAUTION.







ULTRA SPECIAL BLAH BLAH BLAH, NUMBER 2

A martial artist has to have a firm body. They have to have muscles. But Yuki and Kyo are scrawny (ha ha). That's just because I don't like drawing muscles very much. I prefer a slender aesthetic for my men. Don't worry too much about it. Not that people had been pointing it out to me; I was just worried about it myself.









Number 4:

I finished "Romance of the The Three Kingdoms," "Black Matrix" and Pretty League." My characters were so strong that I won all the battles. I'm happy, but a little dramatic tension would've been nice, too (ha ha). I'll finish "Tokyo Friend" soon. too. It's a shame that all the main characters are guys, it would've been nice to play a girl! The one I'm waiting for now is "Teigaku Graph." (K-chan is looking forward to it more than I am.) I'm looking forward to "Knight R." And "Hey You, Pikachu!" Where will I ever find the time? I'll just sleep less! Then faint.































WOULD YOU SHUT UP?!

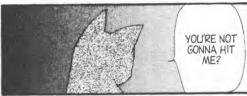






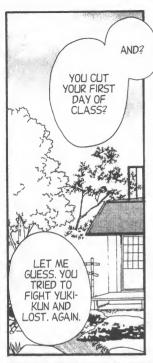






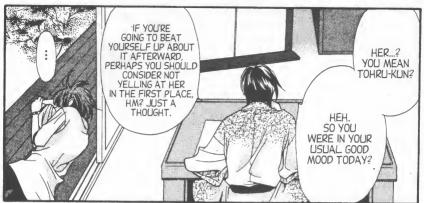




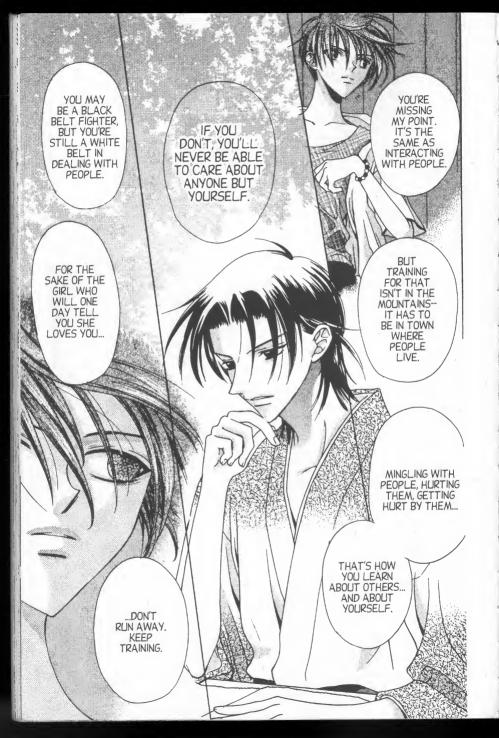
































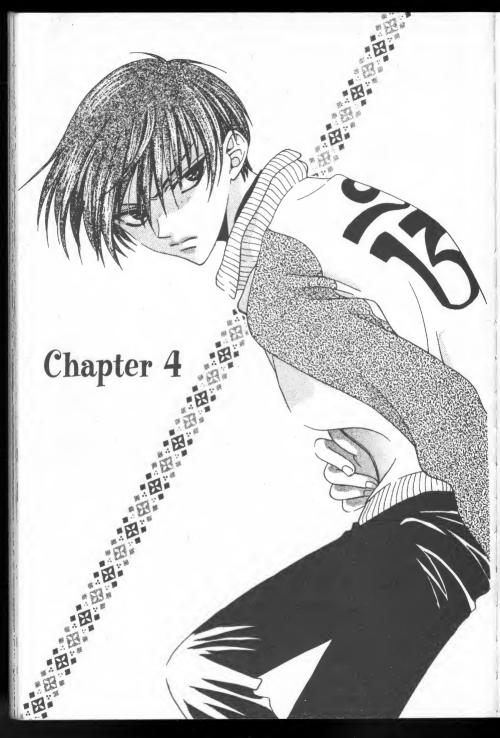




Mr. Takin

LOT HAPPIER AROUND THE SOHMA HOUSE FROM NOW ON.

Well, hopefully--but you never can tell.







ULTRA SPECIAL BLAH BLAH BLAH, NUMBER 3.

When I drew Uo-chan, people asked me, "Sensei, did you used to be a Yankee?" Well, I wasn't a Yankee, but I wasn't exactly an honor student, either. Most people don't understand about Hana-chan's "poison waves," either. Apparently there's a video game called "Pange Reef" with poison waves, but I didn't play it until after I'd started the manga.

Number 5:

"How do you name your characters in video games?" I'm asked. Well, I usually put in my own name. I stopped for a while, but then I started doing it again. Of course, I say "my own name," but Natsuki Takaya is a pen name (laugh). If it was my real name, then, yeah, I might think it was a little embarrassing. I don't think it's bad though. Because it's my game to enjoy my own way. So now, when I become friends with people in the game "Tokyo Friend," they call me "Takayan."



















































WHAT DOES THAT MAKE ME, WHO WANTS TO RUN AWAY FROM IT ALL?

WONDER.

IT'S
THE SAME AS
GIVING SOMEONE
CANDY BECAUSE
YOU WANT TO
BUY THEIR
FRIENDSHIP.

...BECAUSE I WANT PEOPLE TO LIKE ME. I'M ONLY BEING NICE...





























































Omake Theater 3: Are you kidding or are you serious?









ULTRA SPECIAL BLAH BLAH BLAH, NUMBER 4:

I couldn't help wanting to draw a girl like Kagura. So I'm pleased (ha ha). I thought the opinions on her would be divided between, "She's hilarious!" and "Why does she hit him? That's so mean!" and I was right. She hits him because she loves him. It's the ultimate expression of love (ha ha).



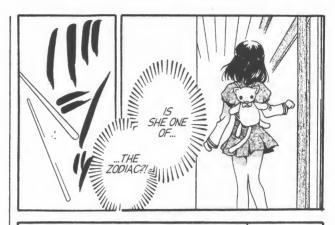






Number 6:

I have the Internet now. I feel weird about the Internet. I think it's a world that's there but not, and fake but real: I don't know what to call it (ha ha). It reminds me of "Soul Hackers." Yeah! I'm about half way through that game right now. Oh, no... I'm bubbling againstay on target! I'm really getting into surfing around and checking out people's home pages. Home pages, huh...? I think I'd like to make one of my own, but I don't know how. If. someone started one for me ...? (ha ha) My home page would probably just talk about video games all the time!













Annah Annah















AND

BETTER







YOU THINK SO TOO?







THAT'S...

I'LL STAND BY HI--

-HOCOZH!

HIS TRUE...

KEEP TALKING LIKE THAT... FORM?

...AND I'LL NEVER FORGIVE YOU!













































STRAWBERRIES?! I LOVE STRAW-BERRIES!

YEAH. STRAW-BERRIES. WERE
YOU GOING
TO PLANT
SOMETHING
NEW AT
YOUR
BASE?!









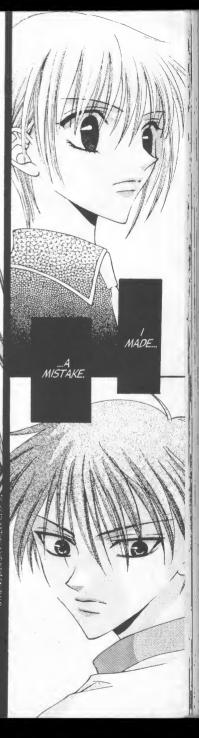
...BUT I MADE THE MISTAKE...

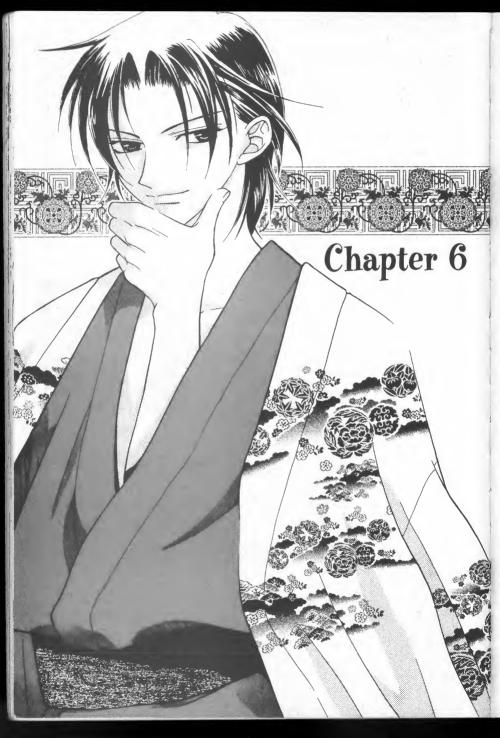
I WAS NEVER GOING TO BE MORE THAN...

...OF THINKING OF THEM...



...AS MY FAMILY.









ULTRA SPECIAL BLAH BLAH BLAH, NUMBER 5.

This series is kind of turning into a sitcom, but I don't really think of it as a comedy when I draw it. I mean -- it is funny (Of course I don't mind if people call it a comedy. I love comedies. Especially dry humor). I just kind of feel like, "Oh. Is it?" I have no idea what I'm trying to say.













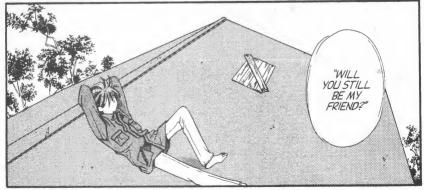


Number 7: When "Furuba" started in "Hana to Yume Magazine," there was a popularity contest. Here are the results: First place ... Yuki. Second place... Tohru. Third place ... Fourth place ... Shigure. Fifth place ... Hana. Sixth place ... Uo. Seventh place ... If we do it now, we might have different results. Like, Kyo had only been around for one chapter. No one had a chance to fall in love with him yet! Oh, and remember when Shigure teases Kyo with a song? The original words were "kyo-o-kun no su-ke-be." (Kyo-kun is a pervert). Can you guess the tune? Don't worry about it. I don't think anyone would really know it anyway. It'll just be my secret!









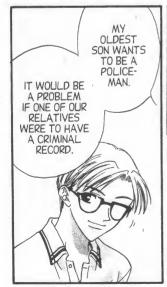






























I WANT TO LEARN MORE...

...ABOUT SOHMA-KUN AND KYO-KUN.

I WANT TO HAVE DINNER WITH THEM AND TALK ABOUT SO MANY THINGS.

I DIDN'T REAL'L'Y WANT... ...SOHMA-KUN'S HOUSE...

...50 MUCH,

TO GO BACK.

1 MISS ...

IS THAT WRONG?

> I WANTED TO STAY...

IS IT PROOF...

> ...THAT I'M SPOILED?

I THINK IT'S TIME YOU... ...I HATED TO LEAVE.

WANT-ED TO STAY...

> ...WITH SOHMA-KUN...

...AND KYO-KUN...

...AND SHIGURE-SAN.





DOING?!

a guy?!





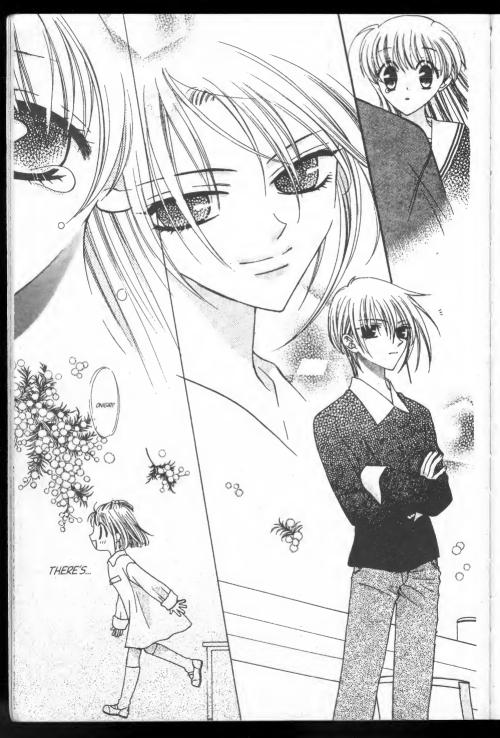




















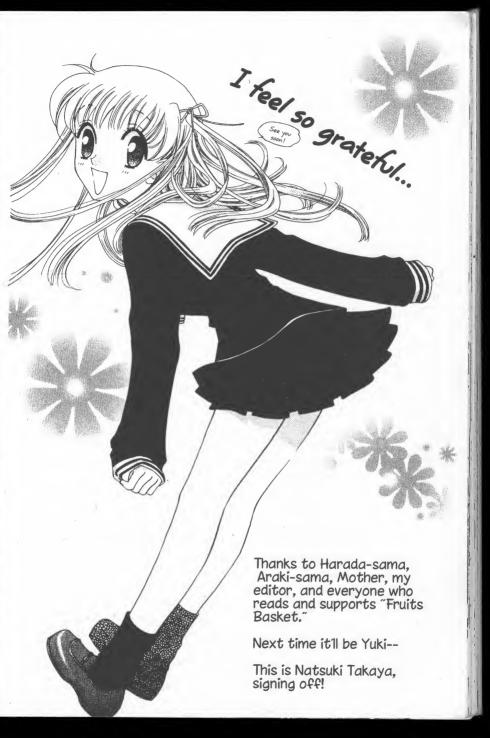
Omake Theater 4: This question isn't on the S.A.T....



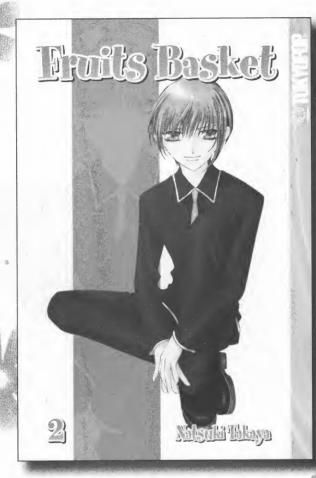




Correct answer: Sometimes it's easier to understand a situation if you look at it from a distance.



Next time in...



Old Friends and New Family

The Sohma family is just starting to get used to life with Tohru, but can they survive a sleepover visit by her two best friends without their secret being exposed? Things aren't any easier at school where crowd-shy Kyo must deal with sudden popularity—and a surprise visit by two other members of the Sohma clan!

Fruits Basket Volume 2 Available April 2004



Boar

Years: 1971, 1983, 1995, 2007 Positive: reliable, sincere, tolerant Negative: shy, short tempered



Dog

Years: 1970, 1982, 1994, 2006 Positive: honest, generous, faithful Negative: quiet, cynical



Rooster

Years: 1969, 1981, 1993, 2005 Positive: courageous, hardworking, skilled Negative: arrogant, selfish



Years: 1964, 1976. 1988, 2000 Positive: intelligent, enthusiastic, softhearted Negative: bossy, loud



Snake

Years: 1965, 1977, 1989, 2001 Positive: romantic, clever, beautiful Negative: vain, procrastinators



Monkey

Years: 1968, 1980, 1992, 2004 Positive: inventive, entertaining, magnetic personality Negative: distrusting, untrusting



Sheep

Years: 1967, 1979, 1991, 2003 Positive: creative, honest, passionate Negative: disorganized, timid





Horse

Years: 1966, 1978, 1990, 2002 Positive: cunning, adventurous, cheerful Negative: Impatient, selfish

Triffs Baskers

The Chinese Zodiac - Part 1: History Lesson

Fables, myths, and legends abound in every culture of the world. Some of the most ancient of them stem from a basic need to place some type of meaning on those events that are out of our control. The exact origins of the Chinese Zodiac remain a mystery, but their influence is still being felt even today.

The Chinese once viewed time as a cyclical journey consisting of highs and lows that would eventually come full circle. This concept of time would become the basis for the Chinese Lunar Calendar, a 12-year calendar built around 60-year cycles that were delegated by the longitude of the sun and the phases of the moon.

The calendar itself dates back to around 2637 B.C. and consists of 10 Heavenly Steams (elements with yin and yang characteristics) and 12 Earthly Branches (animals of the zodiac) that are clumped together to become the name of the year. When the steams and branches, also known as "Jikkan Junishi," are combined in sequential order, they do not repeat until 60 years have passed. So in essence no one person will ever see any given year more than twice in their own lifetime.

Unfortunately, much of the population was illiterate and unable to fully grasp the complexity of the calendar so the 12 Earthly Branches came to be represented by animals so that everyone could remember them better. The version of the calendar that has been passed down also incorporates the five Chinese elements (Metal, Water, Wood, Fire, and Earth) into its design. The elements themsetives each have a yin and any avariation, but you do not a single part of the calendar animals are always either yin or yang. For example, an odd year is yin and an even year is yang.

Japan was introduced to the Chinese calendar in approximately 604 A.D. during the reign of the Empress Suiko-Tenno, when she made an active attempt to spread the many wonders of Buddhism throughout the island nation. By this time though, the calendar was all ready being used for a number of thing including telling the time of day through two-hour intervals and even pointing out cardinal directions.

As time went on, the animals became the core basis of Asian astrology, which dictates that one's personality can be divined from the year in which they were born. When combined with the elemental aspects of the calendar, Chinese astrology can even point out which partner will be more dominant in a relationship. Needless to say, the vast majority of the population does not take this seriously anymore.

Still, the Chinese Zodiac does have its uses in modern society. Instead of being rude and asking someone how old they are, one would instead ask what their animal where they born under. With a little math—just add or subtract 12—you'll have your answer. And let us not forget the Chinese New Year, which is celebrated every year in either late January or early February.

Cow

Years: 1961, 1973, 1985, 1997 Positive: inspiring, conservative, natural born leaders Negative: stubborn, unyielding personality





Tiger

Years: 1962, 1974, 1986, 1998 Positive: courageous, unpredictable, loving Negative: overly aggressive, highly emotional



Rabbil

Years: 1963, 1975, 1987, 1999 Positive: affectionate, pleasant, talented Negative; too sentimental, avoids conflict

Rat



Years: 1960, 1972, 1984, 1996 Positive: imaginative, ambitious, generous to loved ones Negative: hot-tempered,

A conversation with Laura Bailey. the English voice of Tohru Honda

You genuinely care about every storyline.

TP: How did you prepare for the role of Tohru Honda? How was this character different from other anime characters that you've played?

LB: In preparing for the part, I researched the series on the Internet and watched the Japanese version. Tohru was the first innocent character I'd played. The more I researched, the more I fell in love with that innocence.

TP: How does the original Japanese performance influence your own interpretation of a character?

LB: Well, it helped me form a basis for Tohru's mannerisms and inflections. I think when the original is so wonderful, you don't want to stray from that. Why mess with a good thing, y'know?

TP: Many of Tohru's humble behaviors and speech patterns must have been very difficult to translate to English. What did you find most challenging about capturing her character in your performance?

LB: Actually, I was asked a similar question by Mr. Daichi (Japanese director) himself, during a panel discussion. He wanted to make sure that her sweetness and formal nature didn't get lost in the translation. I think that, while we in America don't have that same speech formality, the humble nature can still be communicated through inflections and tone. I guess the challenging part was just making sure to always use those softer inflections.

TP: What about Tohru's character do you most relate to? What do you find difficult to relate to?

LB: Her desire to turn any situation into a positive one—that's what I most connected with. Not to say that I always succeed ... but I certainly try to remain optimistic. I think it was her formal nature that I found most difficult. Luckily, John Burgmeier did a wonderful job with the dialogue, which made things easier.

TOKYOPOP: Could you briefly explain the process of voice acting for Fruits Basket?

Laura Baily: I, as an actress, become involved after the translated script has been completed and the director has an idea of what he wants from the episode. Justin Cook, my voice director on Fruits Basket, usually has pretty specific ideas and is great about filling me in on what's happening throughout the show. He'll give me the background of other characters and help me decide where Tohru is coming from during her interaction with others. That's especially helpful when I'm the first actor to record on an episode. All actors record separately due to the difficulty of ADR; but I always prefer to be the last to record so that I can have Justin play the other actors in my headphones when I go in. It's easier to be believable when you know what you're reacting to. One of the great things about Tohru was, though she had a lot of dialogue, most of it was spoken off screen. That helped to speed up recording because I didn't have to match mouth flaps and could use the timing that I wanted to. Often, on the narration, I could get through it in one take.

TP: When you first became involved with Fruits Basket, were you aware of the huge international following that the series has? What is it about Fruits Basket, do you think, that makes it such a fan favorite series with many viewers and readers outside of the usual shojo market?

LB: I had no idea Fruits Basket had the following it did, but I could tell from the first episode I watched that it wasn't an average series. I think what makes Fruits Basket so special is the depth of all the characters.



Laura Bailey



TP: How is acting for anime different from other acting jobs you do?

LB: Well I can look like sin for one thing. I love that. And anime is the only thing I do in which I act after the fact. Dubbing is a craft unto itself; it takes a completely different approach. You don't always get to decide how you want to say a line, because your way doesn't work with the timing. Anime means taking something very specific, and making it work for you.

TP: Do you have a favorite anime or manga series?

LB: I feel like a cheese for saying so, but Fruits Basket is my favorite. When I found out you guys were releasing the manga in english, I was ecstatic.

TP: What's your zodiac animal? Are you happy being that animal or would you rather be something else?

LB: I'm a cock. I wouldn't change that either; just 'cause it's fun to say, "I'm a cock."

TP: Okay, I have to ask... If you were in Tohru's shoes and you had to pick one guy, who would you choose Kyo or Yuki?

LB: I don't know ... I've tried to make that choice about a thousand times. At first I thought Kyo because, c'mon, he's awsome. He's got the whole bad boy thing working for him; but then I think about Yuki, and how much he truly cares about Tohru and how wonderful a person he is ... and I'm back at square one. It's an endless circle.

TP: Tohru is a very emotional character who is often moved to tears of joy or sadness. Was it difficult to bring out her emotions out in your performance?

LB: It wasn't so much difficult as it was draining. In the last few episodes especially, Tohru goes though a lot of extreme emotions. Those days of recording were the hardest. The emotion you feel as the character, attaches itself to you, so I left the booth very depressed and frustrated.

TP: What was it like working with the other members of the Fruits Basket cast? What was your involvement with the other actors?

LB: Justin did a great job of casting the show. When listening to the final product, I kept wishing that I had been able to be involved with their recording sessions as well. Luckily, I'm friends with a lot of the cast, so I could still tell them how much I enjoyed what they did.

TP: How did you feel when the series was over?

LB: I was so upset. I loved working on Fruits Basket; there's no doubt that I would jump at the chance to continue it.

TP: What was your first voice acting role for anime?

LB: The first thing I did was kid Dende on Dragonball Z. I was filling in for the woman who originally did that voice, as she wasn't available. It turns out, though, she came back to the studio after me, and rerecorded everything I'd done. Which really sucked, let me tell you. Soon after, though, I was cast as kid Trunks. So I guess it was all for the best in the end.

TP: Is there a favorite anime role that you've performed?

LB: Tohru. I just loved everything about her.

TP: What was the most challenging role you've ever played?

LB: That's a tough question. Either Tohru or Marlene in Blue Gender. Both had some intense moments throughout their series.

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How to Play Rich Man, Poor Man (Dai Hin Min/ Dai Fugo)

OBJECTIVE

The aim is to get rid of all your cards as soon as possible.

PLAYERS AND CARDS

About 4 to 7 people using a standard 54 card pack with jokers. The suits are irrelevant and the cards rank, from high to low with deuces high: 2 A K Q J 10 9 8 7 6 5 4 3. Jokers are wild.

DEAL

The game is played clockwise. All the cards are dealt out. Some players may have one more than others.

PLAY

The player to dealer's left starts by leading (face up) any single card or any set of cards of equal rank (for example, three fives). Each player in turn must then either pass (i.e. not play any cards), or play face up a card or set of cards which beats the previous play.

A single card is beaten by any higher single card. A set of cards can only be beaten by a higher set containing the same number of cards. So for example, if the previous player played two sixes, you can beat this with two kings, or two sevens, but not with a single king, and not with three sevens (though you could play two of them and hang onto the third).

It is not necessary to beat the previous play just because you can -- passing is always allowed. Also passing does not prevent you from playing the next time your turn comes round.

The play continues as many times around the table as necessary until someone makes a play which everyone else passes. All the cards played are then turned face down and put to one side, and the player who played last (and highest) in the previous "trick" starts again by leading any card or set of equal cards.

For example the play might go:

Tohru leads with a pair of fours. Kyo follows with a pair of sevens. Uo passes, Hanajima follows with a pair of Tens. Tohru passes. Kyo plays a pair of Jacks. Uo passes. Hanajima passes. Tohru passes. Kyo then starts again by leading any card or set.

When a player whose turn it is to play has no more cards left, the turn passes to the next player in rotation. Therefore in the example, if the two Jacks were Kyo's last two cards, he would sit out the rest of the round and it would then be Uo's turn to play anything.

Jokers are wild and are equal in rank to whatever card they are played with.

For scoring purposes, whoever goes out first gets 2 points, second out gets one point and the rest of the players get no points.

SOCIAL STATUS

The first player who is out of cards is dubbed the "Dai Fugo," or very rich man. Other variations on the rules call this person the President, King, or the Great Dalmuti. The last player to be left with any cards is known as the "Dai Hin Min," or very poor man. You can also use other derisive terms such as peon, beggar, scum, or a--hole.

While it's not part of the basic Dai Hin Min rules, many variations also give titles to the



players based on their rank. So if you use "King" as your model, you might have King, Duke, Knight, Merchant, and Peon as your ranks. More importantly, the players of higher status are entitled to enjoy and generally abuse their power over the lower ranking players. You can also add to the fun by having players wear hats based on rank, with the leader wearing a crown and the loser wearing a dunce cap.

Between hands, players move seats based on ranks. The Dai Fugo selects the most comfortable chair; second place sits to the left, and so on around to the Dai Hin Min who sits to the Dai Fugo's right, probably on a crate or packing case.

The Dai Hin Min is responsible for shuffling, dealing and clearing away the cards when necessary. As the players are now seated clockwise in order of rank, the first card is dealt to the Dai Fugo, and so on down.

When the deal is complete, the Dai Hin Min must give his highest card to the Dai Fugo, and the Dai Fugo gives back in exchange any card that he does not want. Second place trades with second from last, etc. If there are an odd number of players, the middle player doesn't swap. (Variation; swap 2 cards per round)

The Dai Hin Min then leads any card or set of cards and the game continues as before.

END OF GAME

If scoring, set a target score (say 11 points). The game ends when someone reaches it.

VARIATIONS

Shibari

If a player follows a play with a card of the same suit, that player may declare "shibari," or "binding," which means that all other players must follow suit in order to play. For example, if Hanajima plays a seven of clubs and Tohru trumps it with a nine of clubs, she can declare shibari on clubs, and only clubs can be played. This variation can work with doubles and triples, too. Example—Kyo plays a six of clubs and a six of hearts. Uo trumps that with a eight of diamonds and an eight of hearts. She can declare shibari on hearts so that each subsequent play must have a heart plus any other. Double shibari or triple shibari can be declared if two or three suits match. Shibari's are only effective for the hand in which they are played.

Revolution!

If four of a kind are played, it is called a revolution. When this happens, the rank of cards is reversed From that point on, lower values now trump higher values until there is another revolution. For more turmoil, you can also switch the ranks of players!

Dai Fugo makes the rules!

Another fun variation is to let the Dai Fugo add an extra rule each round (or cancel an existing rule). The rules will likely make it easier for the Dai Fugo to keep winning or be humiliating for the loser, but in Dai Hin Min, as in life, it's not always fair. But remember Karma—what comes around goes around, and you won't stay on top forever...

There are many other variations to Dai Hin Min and its Western equivalents, and the rules are slightly different depending on whoever you ask. For other variations, and rules on similar games, visit www.pagat.com, the web's leading resource for card games.